METHOD FOR CONDUCTING A CONTEST
USING A NETWORK

[0194] ABSTRACT OF THE DISCLOSURE

A method for conducting a contest using a network is provided. A plurality of pick spaces and a rolling counter are displayed on a screen of a computer operably connected to the network at a user site. The rolling counter constitutes successive ones of a plurality of available characters, each character being displayed for a preselected duration. Each time the user performs a predefined selection action, the then-displayed character of the rolling counter is assigned to a successive one of the plurality of pick spaces, and thereafter the assigned character is displayed in the corresponding pick space. When each pick space displays an assigned character, an entry data packet is assembled including data indicative of the assigned character in each of the plurality of pick spaces. The entry data packet is transmitted from the user computer across the network to a remote site. The entry data packet is received at the remote site. It is then determined if the assigned characters in each of the plurality of pick spaces represented by the received entry data packet match a preselected winning combination of characters. If so, the received entry data packet is concluded to be a winning entry, otherwise, the received entry data packet is concluded not to be a winning entry.